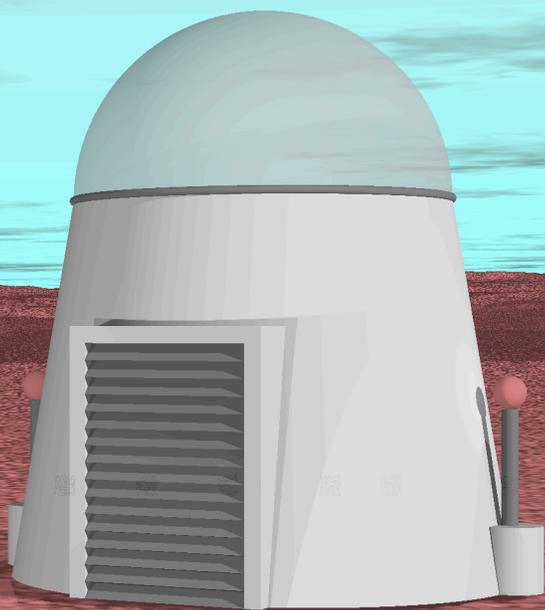


# BARREN PLANET



**Expansion:  
Waterworld**



# Barren Planet

Expansion: Waterworld



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# Chapter 1

## Introduction

The ocean planet Dalen occupies the same star system as Dapra, where there has been much strife as mining companies vied with one another to exploit Dapra's resources. But Dalen is very different from Dapra. Dapra is mostly desert, with some ice caps and a tiny amount of liquid water melted by volcanic activity just under the surface. Dalen, on the other hand, is mostly covered by water, with a few islands poking up through the surface, and small ice sheets at the poles.

Dalen's resources are deep underwater, which has shielded it from the attention of the mining corporations who have been fighting over Dapra. But now, with Dapra's fate settled, Dalen has become the focus of interest. The two corporations have invested in naval forces and Mining Boats that can extract resources from the bottom of the sea, and these are headed to Dalen.

You will work as military strategist for one of these corporations. *Nuvutech* is an old company mired in bureaucracy. *Avuscorp* is a newer and more unscrupulous corporation. Both are equally matched in their financial power, and their ability to raise a private military to further their interests.

*Waterworld* is an expansion to the game *Barren Planet*. It comes in the form of a new campaign, featuring new units and different terrain

from the game's original campaign *First Landing*. It is recommended that you play through *First Landing* first, or at least play through the tutorial in the *Barren Planet* manual, if you have never played the game before. This will help familiarise you with the game's mechanics and controls.

## 1.1 Installing the Expansion

The expansion is not a standalone game; it requires *Barren Planet* to be installed in order to run. Specifically, it requires version 1.01 of the game, an update that fixes a couple of bugs that affect features used only by this and future expansions. You can tell if you have this version of the game because the version number appears discreetly at the bottom right of the title screen. If you have an older version, You should be able to obtain the updated version from the same place that you originally obtained *Barren Planet*.

The hardware requirements are unchanged from the original game: it requires an 8088 processor or better, so it should run on anything from the original IBM PC to its faster clones. It supports CGA graphics and looks best when connected to an RGB colour or composite monochrome monitor. It requires 512k of memory.

Before playing the expansion you must copy it either to the floppy disk or to the hard disk on which you installed the original game. If you have two floppy disk drives, put the expansion disk into floppy drive **a:** and your game disk into floppy drive **b:**. If you have only one drive, put the expansion disk into it. In either case, type:

```
A> copy a:\*.* b:\
```

If you have one drive, DOS will prompt you to put in the destination disk (you *Barren Planet* play disk) when it needs to write the files. It may ask for source and destination floppy disks several times, depending on how much memory you have in your PC. If space on your play disk is tight, you might want to remove the original campaign file (**barren.cam**) and any saved games associated with it.

If you want to copy the game to your hard disk drive, you should insert the expansion disk into your floppy disk drive as before, but issue the following command instead:

```
C> copy a:\*.* c:\barren
```

This assumes that you installed the original game in *c:\barren*; if you installed it elsewhere, substitute that drive and directory name instead. Once installed, you can put the expansion disk away in a safe place and run the game.

## 1.2 Playing the Expansion

To play the expansion, start *Barren Planet* in the usual way as described in its manual. If not already at the *Set Up Game* screen, select *New game* from the menu.



Figure 1.1: Choosing *Waterworld* on the *Set up Game* screen.

In the game setup screen, *Campaign:* now has a new option. If you navigate down to *Campaign:* using the ↓ control, you can change between *First Landing*, any other installed campaigns, and *Waterworld*, using the ← and → controls. Set this option to *Waterworld* and select *Start Game* from the menu to start a game with the *Waterworld* expansion.

# Chapter 2

## Units

*Waterworld* provides you with a new set of military units. It retains the *Hoverbug*, *Air Fighter* and *Gun Platform* from the original game. But it adds five new units: the *Mining Boat*, the *Destroyer*, the *Cruiser*, the *Battleship* and the *Port*. This chapter of the manual gives details about all of these units.

### Port

	Unit:	Port	Build cost:	-
	Hit points:	8	Repair cost:	-
	Attack power:	1	Attack range:	1
	Armour:	2	Movement points:	2

The *Port* is one of the most important units in the game. It is a static settlement that has the power to produce new military units and repair old units. The *Port* is militarily weak, having little power to take on units that attack it, and that power is limited to short range. It has some armoured protection but has little chance of standing up to a *Battleship* or even a *Cruiser*

## Mining Boat

	Unit:	Mining Boat	Build cost:	8
	Hit points:	4	Repair cost:	4
	Attack power:	2	Attack range:	1
	Armour:	0	Movement points:	4

Another weak but crucial unit is the *Mining Boat*. It has little offensive or defensive power, but it has the ability to harvest resources from the bottom of the sea. The Mining Boat need to call in at port to land the resources it gathers. Instead it has a number of small drone craft that will regularly airlift its resources to the nearest port. As a strategist, you are not troubled with the minutiae of transporting resources; this will happen automatically.

## Hoverbug

	Unit:	Hoverbug	Build cost:	8
	Hit points:	3	Repair cost:	4
	Attack power:	2	Attack range:	1
	Armour:	1	Movement points:	3

The *Hoverbug* is a small anti-gravity fighting vehicle carrying a turret-mounted gun. Its ability to hover allows it to travel over most land with ease, and it can even hover over shallow water near land. But its top speed is not fast. Being a small vehicle, it cannot absorb much damage in battle, although it is lightly armoured.

## Air Fighter

	Unit:	Air Fighter	Build cost:	8
	Hit points:	2	Repair cost:	4
	Attack power:	2	Attack range:	2
	Armour:	0	Movement points:	6

The *Air Fighter* is a medium altitude flying unit suitable for attacking air, ground and sea units. As a flying unit it is the fastest unit available. The Air Fighter mounts a medium range laser allowing it to attack enemies at range. However, it is unarmoured and can take little damage, making it vulnerable if it allows enemy units to approach too closely.

## Destroyer

	Unit:	Destroyer	Build cost:	16
	Hit points:	4	Repair cost:	8
	Attack power:	2	Attack range:	1
	Armour:	1	Movement points:	4

The *Destroyer* is the smallest class of attack and defence ship. It has a short range and inflicts little damage, being best used to attack small land and air units, and Mining Boats. It is also useful as a screen for Battleships and Cruisers, intercepting enemy units to prevent them damaging the larger ships behind. Destroyers are small and fast, but it is not always a good idea to let them rush ahead of the main fleet.

## Cruiser

	Unit:	Cruiser	Build cost:	24
	Hit points:	5	Repair cost:	12
	Attack power:	3	Attack range:	2
	Armour:	1	Movement points:	3

The *Cruiser* is a capital ship with powerful offensive weaponry that operates at a relatively long range. It lies between the Destroyer and the Battleship in capability, making it useful for taking on lighter units and for bombarding a Port. Cruisers need to beware of Gun Platforms, though, which can take the Cruiser out with relative ease.

## Battleship

	Unit:	Battleship	Build cost:	32
	Hit points:	6	Repair cost:	16
	Attack power:	4	Attack range:	3
	Armour:	2	Movement points:	3

The *Battleship* is the largest sea unit, and is the most formidable force on the ocean. Its long-range devastating firepower can take out Gun Platforms and Ports, as well as enemy Cruisers and Battleships. It can take on smaller units too, but its firepower is wasted on them if escorted by smaller units. The only other unit that can challenge a Battleship is the Gun Platform, if the captain is foolish enough to let the Battleship stay within the Gun Platform's range for too long. The Battleship's main disadvantage is that it is expensive and difficult to replace.

## Gun Platform

	Unit:	Gun Platform	Build cost:	-
	Hit points:	3	Repair cost:	-
	Attack power:	8	Attack range:	4
	Armour:	0	Movement points:	1

The *Gun Platform* is a large static unit with heavy long-range firepower. It is quite delicate, however, and you are advised to use mobile units on land, air and sea to prevent the enemy getting too close. The principal use of the Gun Platform is to defend a port from attack by sea.

## Chapter 3

# Terrain

*Waterworld* differs most obviously from the other campaigns in that its setting is the sea, rather than any type of land. “Terrain” isn’t really the right word, but it’s the word that the game uses for the surface on which the units move. There is some land in *Waterworld*, but only in the form of small islands and archipelagoes that poke up above the sea surface. So the “terrain” types in *Waterworld* are *Open Ground*, *Sandbanks*, *Shallows*, *Deep Water*, *Volcano*, *Crystal Node*, *Ice Flows* and *Ice Shelf*.

## Open Ground

		<b>Open Ground</b>		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Port	-	-	-
	Hoverbug	1	-	-
	Air Fighter	1	-	-
	Gun Platform	-	-	-
	Mining Boat	-	-	-
	Destroyer	-	-	-
	Cruiser	-	-	-
	Battleship	-	-	-

Most islands are made of of Open Ground. This is where Ports are sited, usually next to Deep Water so that large ships can be built. The only units that can move over Open Ground are Hoverbugs and Air Fighters. Gun Platforms be only be built on Open Ground.

## Sandbanks

		<b>Sandbanks</b>		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Port	-	-	-
	Hoverbug	1	-	-
	Air Fighter	1	-	-
	Gun Platform	-	-	-
	Mining Boat	2	1	-
	Destroyer	-	-	-
	Cruiser	-	-	-
	Battleship	-	-	-

Around the edge of islands, and sometimes clogging up their rivers, and *Sandbanks*. These punctuate narrow channels of water through which only Mining Boats can slowly navigate. Hoverbugs can travel over the sandbanks and the narrow channels of water, and Air Fighters can of course fly over them without problems.

## Shallows

		<b>Shallows</b>		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
		Port	-	-
		Hoverbug	1	-
		Air Fighter	1	-
		Gun Platform	-	-
		Mining Boat	1	-
		Destroyer	1	-
		Cruiser	-	-
		Battleship	-	-

Shallow water, usually in the vicinity of islands, is navigable by Destroyers and Mining Boats. These calm waters also provide a surface over which Hoverbugs and ride. Air Fighters have no trouble flying over water, like most other types of terrain.

## Deep Water

		<b>Deep Water</b>		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
		Port	-	-
		Hoverbug	-	-
		Air Fighter	1	-
		Gun Platform	-	-
		Mining Boat	1	-
		Destroyer	1	-
		Cruiser	1	-
		Battleship	1	-

Most of Dalen is covered by *Deep Water*, through which all ships can navigate. The rough seas are too much for Hoverbugs to navigate, but Air Fighters have a long range and can fly out over the deep ocean.

## Volcano

		Volcano		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Port	-	-	-
	Hoverbug	-	-	-
	Air Fighter	-	-	-
	Gun Platform	-	-	-
	Mining Boat	-	-	-
	Destroyer	-	-	-
	Cruiser	-	-	-
	Battleship	-	-	-

Volcanic islands are impassable to all units. Most of the *Volcanoes* on Dalen are active, and erupt regularly. So not only are their slopes not suitable for the establishment of ports, but it is too dangerous even for Air Fighters to fly over them. Volcanic islands are sometimes surrounded by *Sandbanks*.

## Crystal Node

		Crystal Node		
		<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Port	-	-	-
	Hoverbug	-	-	-
	Air Fighter	1	-	-
	Gun Platform	-	-	-
	Mining Boat	1	-	-
	Destroyer	1	-	-
	Cruiser	1	-	-
	Battleship	1	-	-

The *Crystal Nodes* are those places where the lucrative resources of Dalen poke up from the sea bottom. All ships (and Air Fighters) can travel over the Crystal Nodes, but only Mining Boats can gather their

resources. Crystal Nodes are only found in areas of *Deep Water*, but many are situated close to islands.

## Ice Flows

<b>Ice Flows</b>		
<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
Port	-	-
Hoverbug	1	-
Air Fighter	1	-
 Gun Platform	-	-
Mining Boat	2	1
Destroyer	-	-
Cruiser	-	-
Battleship	-	-

In the polar regions of Dalen, near to the *Ice Shelf*, are found *Ice Flows*, large areas of floating, drifting ice. Land and air units can travel over these, and Mining Boats can carefully navigate around them. But to larger ships these areas are out of bounds.

## Ice Shelf

<b>Ice Shelf</b>		
<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
Port	-	-
Hoverbug	-	-
Air Fighter	1	-
 Gun Platform	-	-
Mining Boat	-	-
Destroyer	-	-
Cruiser	-	-
Battleship	-	-

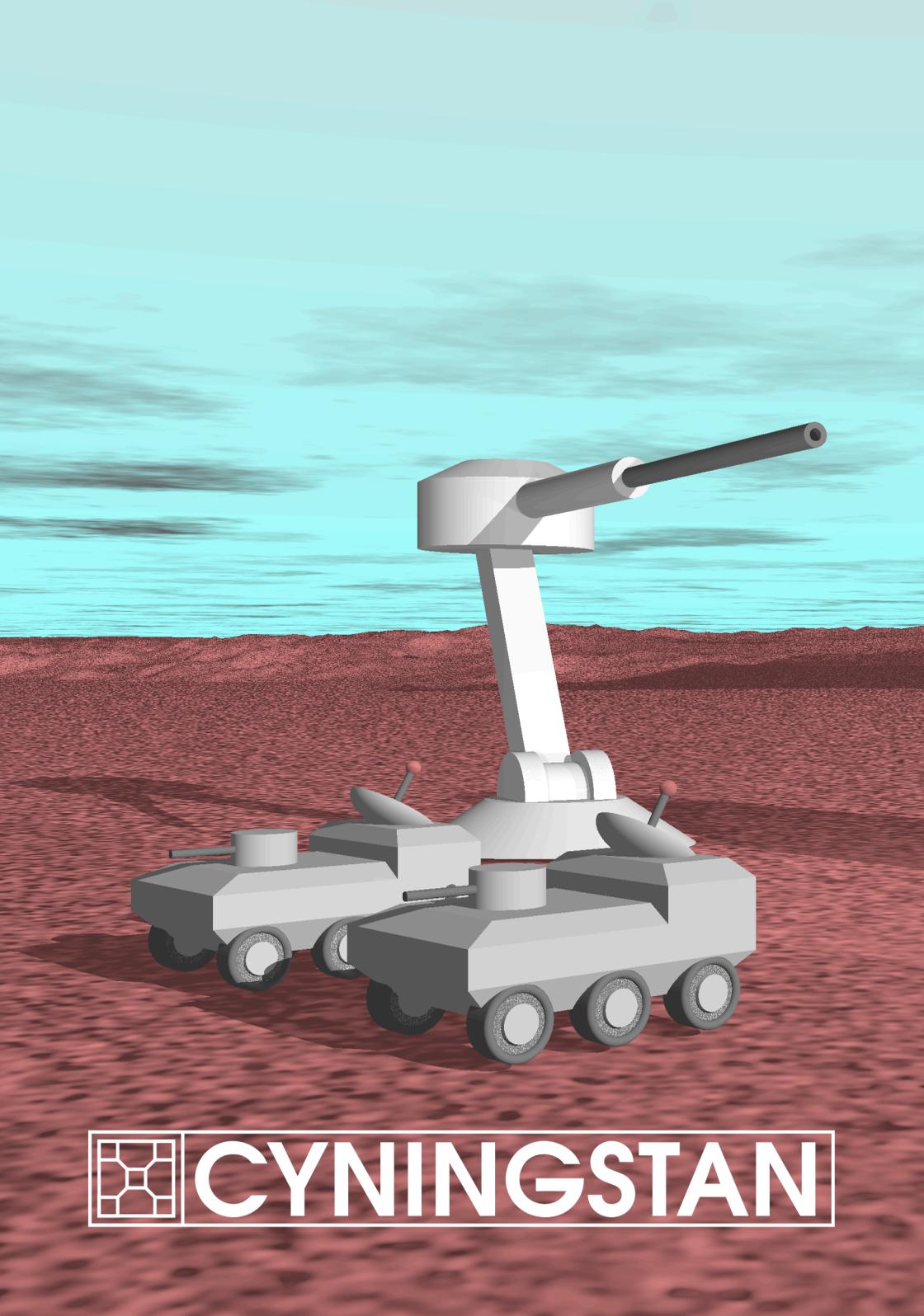
Large flat areas of ice dominate Dalen's polar regions. These usually form around islands, and expand well into the ocean. The cold weather

brings snow, which covers the ice shelf and forms an arctic landscape. Sometimes the ice shelf is strong enough for a port to be built there.









**CYNINGSTAN**